

CLAIMS

WE CLAIM:

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1. A method for recording network transactions, comprising the acts of:
    - coupling to a client object by way of a proxy server interface of said client object;
    - receiving a client request destined for said network;
    - recording selected information indicative of said client request; and
    - transmitting said client request onto said network.
  2. The method of claim 1, wherein said network comprises the Internet.
  3. The method of claim 1, wherein said client object comprises a browser.
  4. The method of claim 1, further comprising the act of simulating a user interaction by retransmitting said client request.
  5. The method of claim 1, further comprising the acts of:
    - receiving a response to said request from said network; and
    - transmitting said response to said client object.
  6. The method of claim 5, further comprising the act of recording said response.
  7. The method of claim 5, further comprising the acts of:
    - receiving a second client request destined for said network;
    - transmitting said second client request onto said network; and
    - recording selected information indicative of said second client request,
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- wherein the recorded information indicative of said second client request is a function of said

response.

8. The method of claim 7, wherein said response is a web page including a plurality of hyperlinks, and wherein said function takes into account the relative location of one of said hyperlinks on said web page.

5 9. The method of claim 1, further comprising the acts of:

receiving a second client request destined for said network;

transmitting said second client request onto said network; and

recording the time between the client requests.

10 10. The method of claim 1, wherein said acts are performed by a computer, and  
wherein said client object comprises a process running on said computer.

11. The method of claim 1, wherein said transmitting act transmits the received client requests to said network without alteration.

12. The method of claim 1, wherein the proxy server settings of said client object are located in a file, wherein said act of coupling comprises modifying said file.

15 13. The method of claim 12, wherein said method is performed in a  
MICRCOSFT WINDOWS operating system environment, and wherein said file comprises the  
MICROSOFT WINDOWS operating system registry.

14. The method of claim 1, wherein said client object is configured to use a  
server machine as a proxy server, and wherein said act of transmitting comprises sending said  
20 client request to said server machine.

15. A computer-readable medium containing computer-executable instructions to

perform the method of claim 1.

16. A system for recording network transactions, comprising:

a first interface couplable to a client object, whereby said interface receives requests destined for said network originating from said client object;

5                   a recorder object in communication with said first interface for receiving said requests by way of said first interface, and said recorder object creating a record comprising a representation of said requests; and

                      a second interface couplable to said network, said second interface being in communication with said recorder object wherein said recorder object transmits said requests 10 to said network by way of said second interface.

17. The system of claim 16, wherein said network comprises the Internet.

18. The system of claim 16, wherein said client object comprises a browser.

19. The system of claim 16, wherein said second interface receives responses destined for said client object originating from said network, wherein said recorder object is in 15 communication with said second interface for receiving said responses by way of said second interface, and wherein said first interface is in communication with said recorder object whereby said recorder object transmits said responses to said client object by way of said first interface.

20. The system of claim 16, wherein said recorder object creates a record of said responses.

21. A method of simulating a user network transaction comprising the acts of:  
                      connecting to a network server;

retrieving a transaction item from a record of a network  
transaction, wherein said record was created from a prior recorded transaction; and  
sending a request to said network server, wherein the content of  
said request is based on said transaction item.

- 5           22. The method of claim 21, wherein said network comprises the Internet.
- 10          23. The method of claim 22, wherein said transaction item comprises a  
representation of a Universal Record Locator of a web page to be retrieved from the Internet.
- 15          24. The method of claim 21, further comprising the act of receiving, from said  
network, a response to said request.
- 20          25. The method of claim 24, further comprising the act of recording said  
response.
26. The method of claim 24, further comprising the acts of:  
retrieving a second transaction item from said record, wherein said  
second transaction item comprises a reference to said response; and  
15          sending a second request to said network server, wherein the  
content of said request is based on data contained in said response.
27. The method of claim 26, wherein said network comprises the Internet,  
wherein said response comprises a web page, and wherein said data comprises a Universal  
Record Locator referenced in a hyperlink on said web page.
- 20          28. The method of claim 24, further comprising the acts of:  
inserting a time delay following the receipt of said response;

retrieving a second transaction item from said record; and  
sending a second request to a network server, wherein the content of said  
second request is based on said second transaction item.

29. The method of claim 21, wherein said sending act is performed at a rate  
5 slower than the rate supported by the connection to said network server.

30. The method of claim 29, wherein the rate is slowed by inserting a time delay  
between packets used to transmit said request.

31. A computer-readable medium containing computer-executable instructions to  
perform the method of claim 21.

10 32. A method of simulating a user network transaction comprising the acts of:  
connecting to a network server;  
receiving a transaction item representing a communication to be  
sent over a network; and  
sending a request to said network server at a rate slower than the  
15 rate supported by the connection to said network server, wherein the content of said request is  
based on said transaction item.

33. The method of claim 32, wherein said network comprises the Internet.

34. The method of claim 32, further comprising the act of receiving, from said  
network, a response to said request.

20 35. The method of claim 34, further comprising the acts of:  
inserting a time delay following the receipt of said response;

retrieving a second transaction item from said record; and  
sending a second request to a network server, wherein the content of said  
second request is based on said second transaction item.

36. A computer-readable medium containing computer-executable instructions to  
5 perform the method of claim 32.